

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.-20. (canceled)

21. (previously presented) A system for simulating message transmission delays in a virtual environment, comprising a server connected for communication with a communication network and defining a virtual recreation environment, said server being connectable through the communication network with a plurality of terminals for allowing each of the plurality of terminals connected to said server through the communication network to interact in the virtual recreation environment with others of said terminals, said server associating said each of the plurality of terminals interacting in the virtual recreation environment to a virtual location in the virtual recreation environment, said server further comprising transmitting means for transmitting messages between first and second terminals of said plurality of terminals, the messages being related to the virtual recreation environment, and said server delaying transmission of messages sent from the first terminal to the second terminal by implementing a delay time based on a virtual distance between the virtual locations of the first and second terminals in the virtual recreation environment, thereby simulating a delay associated with transmission of a message across the virtual distance.

22. (previously presented) The system according to claim 38, wherein said server determines an actual location of the each terminal by equating the each terminal's actual location to a terrestrial location of the proximate city.

23. (previously presented) The system according to claim 38, wherein said server comprises means for receiving signals from the global positioning system and means for determining the each terminal's actual location accordingly.

24. (previously presented) The system according to claim 38, wherein said server comprises means for inputting a postal code and means for equating the each terminal's actual location with the a predetermined terrestrial location associated with the postal code.

25. (previously presented) The system according to claim 21, wherein said server uses the each terminal's actual location and virtual distances pertaining to the virtual recreation environment for determining the virtual location of said each of said plurality of terminals.

26. (previously presented) The system according to claim 21, wherein said server communicates with the communication network using at least one of the Internet, Global System for Mobile communication, (GSM), Wireless Application Protocol (WAP), Enhanced Data for GSM Evolution (EDGE), TERrestrial TRunked RAdio (TETRA), and Bluetooth wireless technology.

27.-34. (canceled)

35. (previously presented) The system according to claim 21, wherein said server comprises a memory for storing a queue of messages, each of said messages being from a source one of said plurality of terminals and destined for a destination one of said plurality of terminals.

36. (previously presented) The system according to claim 35, wherein each of the messages remains in the queue for a queuing time based on the virtual distance between the source and destination terminals.

37. (canceled)

38. (previously presented) The system according to claim 21, wherein said server comprises means for determining an actual location of said each of said plurality of terminals.

39. (previously presented) The system according to claim 38, wherein said server associates the actual location of said each of said plurality of terminals to the virtual location in the virtual recreation environment.

40. (previously presented) The system of claim 21, wherein said server determines a travel rate of transmission of the message in the virtual recreation environment and delays the delivery time based on the virtual distance between the virtual locations of the first and second terminals and on the travel rate of transmission of the message in the virtual recreation environment.

41. (previously presented) The system of claim 21, wherein said server comprises a memory storing a list of the plurality of terminals currently participating in the virtual recreation environment and the associated virtual distances between each pair of the plurality of terminals.

42. (previously presented) The system of claim 41, wherein said memory further stores transmission speeds of each of the plurality of terminals.

43. (previously presented) The system of claim 41, wherein said memory further stores a queue of messages, each of said messages being from a source one of said plurality of terminals and destined for a destination one of said plurality of terminals.

44. (currently amended) A system for simulating message transmission delays in a virtual environment, comprising a server including a processor running a software program defining a virtual recreation environment, said processor being connected to a receiver and transmitter for communication with a communication network, said server being connectable through the communication network with a plurality of terminals for allowing each of the plurality of terminals connected to said server through the communication network to interact in the virtual recreation environment with others of said terminals, said software comprising computer executable steps instructing said server to perform the steps of:

associating ~~asocciate~~ said each of the plurality of terminals interacting in the virtual recreation environment to a virtual location in the virtual recreation environment,

transmitting messages between first and second terminals of said plurality of terminals, the messages being related to the virtual recreation environment, and

delaying transmission of messages sent from the first terminal to the second terminal by implementing a delay time based on a virtual distance between the virtual locations of the first and second terminals in the virtual recreation environment, thereby simulating a delay associated with transmission of a message across the virtual distance.